

Switch Skills Champions



Published by
Inclusive Technology Ltd

Introduction



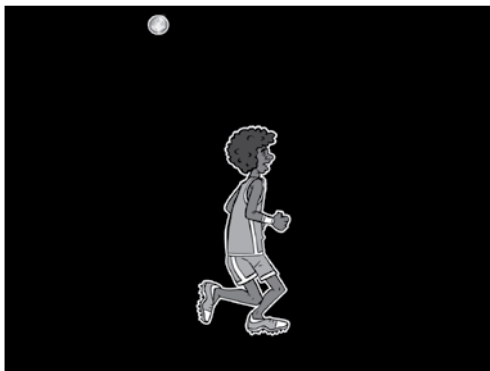
Switch Skills Champions has five games themed around a sports tournament. These have been developed following requests for competitive activities for those learning to use a switch at an early level. It is ideal for switch users with learning difficulties who are moving on from cause and effect and have perhaps used other Inclusive **Switch Skills** CDs. It also provides an opportunity for switch users to participate in sports where they might not otherwise be able. Five sports are featured:

- **Wheelchair basketball** - two players take turns to shoot at the basket.
- **Volleyball** - two players take turns to throw a ball across a net.
- **Boccia** - popular with wheelchair users, this sport is similar to bowling.
- **Ice Sledge Hockey** - a winter sport for wheelchair users.
- **Hurdles** - competitors press their switches to make the sprinters jump the hurdles. This is a more difficult activity than the others.

Each game is designed for two players, each with one switch. Two players can play against each other with different settings controlling their level of difficulty. This enables players of different ability to compete fairly against one another. Alternatively one player can compete against the computer.

Training Session

Also included is a 'Training Session' activity for very young children and learners with severe learning difficulties for whom the games are at too high a level. This activity is for one learner and has different difficulty options to the other games.



How the activities work

In all the sports, learners compete by pressing a switch at the right time, as indicated by the action on-screen. At the easy level, players normally just have to wait for their turn. A switch press at any time following this will often result in success. At the most difficult level, players must be much more attentive and precise with their switch timing.

Whole class involvement

Switch Skills Champions is useful for whole class inclusion, teamwork and developing social skills. Learners can take turns in pairs to play for a short time whilst others in the class watch, advise and cheer on the action to add to the excitement. Create your own prizes as part of a craft lesson. A set of resources is provided with the program for this purpose.

You may also consider using your establishment's real sports equipment and demonstrating live games with your teaching team alongside these computer versions.

Connecting switches

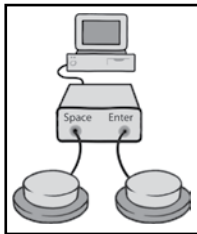


Switches come in all shapes and sizes. One popular type is the Jelly Bean switch. This is a simple round plastic button that can be pushed down. It springs up again when you take your hand off. This means it is a “non-latching” or “momentary” switch, like a doorbell. Most switches available for special needs use are of this type.



To use switches with **Switch Skills Champions**, you will need to attach them to the computer using an interface box. There are a number of interface boxes available. The **Inclusive Simple Switch Box** is inexpensive and easy to use.

Just plug your switches into the interface box, then plug that into one of computer's rectangular USB sockets.



Each game (except Training Session) has two players. Player 1 (usually on the left) uses Switch 1, which must be set up to act like the computer's Spacebar. Player 2 (usually on the right) uses Switch 2, which must be set up to act like the computer's Enter key.

You can also use the **Spacebar** and **Enter keys** on the computer keyboard with **Switch Skills Champions**. Player 1 (usually on the left) uses the Spacebar. Player 2 (usually on the right) uses the Enter key.

Installation

Please note: an active internet connection is required

To install **Switch Skills Champions**, simply run the following file:

switch_skills_champions.exe

The installer will prompt you to enter your name, email address and activation key (sent to you at the time of purchase). All fields are required.



The screenshot shows a dark-themed installation window titled "Accessible Software" by Inclusive Technology Ltd. It features a logo on the left and a close button (X) in the top right corner. The main text asks the user to enter their customer information, noting that hyphens will be added to the activation key. There are three input fields: "User Name:", "Email:", and "Activation key:". At the bottom, there are two buttons: "Back" and "Install". A small text label "Required Fields" is visible at the bottom left of the window.

When the activation key has been successfully validated, the installation will begin.

Running Switch Skills Champions

If a **Switch Skills Champions** icon is visible on the the desktop, you can double-click it to launch directly into the program.

If there isn't a desktop shortcut, you can find the software in the **Programs** list of your **Start menu / screen**.



At the top, under 'How many players?', the red border shows if the program is set up for one or two players. Click either button to change the setting.

Remember that 'two players' can also mean you playing one-to-one with a single learner.

If you have two players chosen, you can select the difficulty level for each player.

Easy is really easy for those players who are still at the early stages of learning to press a switch at the right time.

Hard requires concentration and good reaction skills.

Don't worry if you're not sure what's best for your learners; you can easily alter these settings later.

For one player, the options are slightly different:



Now there are options for how the computer plays, either badly or quite well. This gives you the option to give the player a **Hard** setting whilst still making it quite easy for them to beat the computer with the option **Computer makes frequent mistakes**.

Remember that it's easy to change this later on if you want.

Click the **Start** button when you have made your choices.

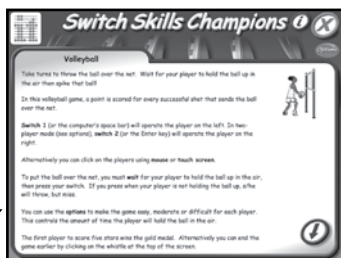
Choosing a sport



The game choice screen has buttons for the five sports and the Training Session. Click on one to get brief information about it at the bottom of the screen.



You can then click the “i” button at the bottom of the screen to access further information:



Click on the “i” button at the top of the screen for general information about the program.



Click the **Options** button to change the options you saw before.

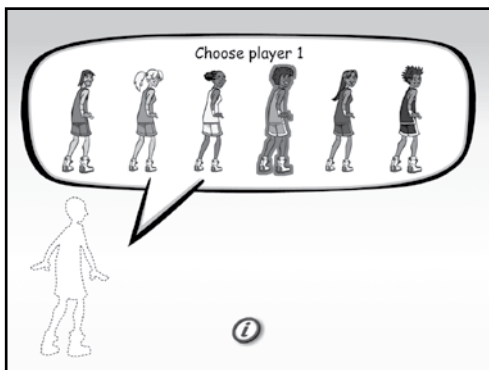


Click the **X** (close) button to stop the program.



After choosing a sport, click the green arrow to start.

Unless you chose Training Session, you will get the player selection screen:



Players now take turns to choose a strip colour and on-screen player. Choose Player 1 first, using either Switch 1 or the computer's Spacebar. Wait until the player you want is highlighted by the red border, then press the switch or Spacebar to select.

Player 2 can then choose, using Switch 2 or the computer's Enter key.

Alternatively you can choose by touching/clicking on the players you want using a touch monitor or mouse.

When both players have been chosen, the game will begin.

Stopping Switch Skills Champions

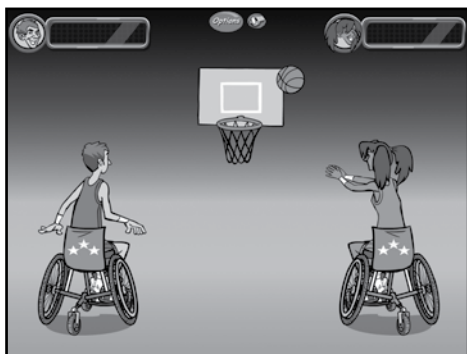
Whilst playing an activity, press the **Esc** key on the computer's keyboard or click the **X** button at the top of the screen. This will take you to the activity choice screen where you were before.



To exit the program completely, click on the **home** button, then the **exit** button on the title screen.

Basketball

Take turns to throw the ball into the hoop. Wait for your player to hold the ball up towards the hoop... then shoot!



Switch 1 (or the computer's Spacebar) will operate the player on the left. (Use this for one-player mode.)

Switch 2 (or the Enter key) will operate the player on the right.

Alternatively you can touch or click on the players using a touch monitor or mouse.

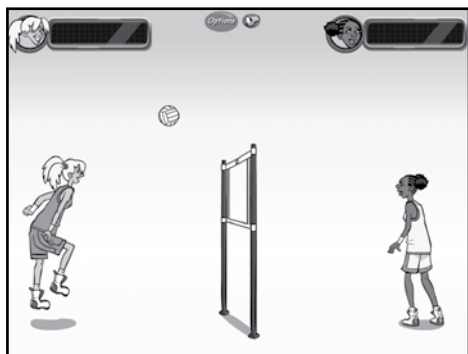
To put the ball in the net, you must **wait** for your player to hold the ball up in the air, then press your switch. If you press when your player is not holding the ball up, s/he will throw, but miss.

The first player to score five hoops wins the gold medal. Alternatively you can end the game earlier by clicking on the **whistle** at the top of the screen.

The **options** control the amount of time the player will hold the ball in the air. At the easy level, a random switch press will score more often than not.

Volleyball

In this game, a point is scored for every shot that sends the ball over the net and hits the floor on the other side.



Switch 1 (or the computer's Spacebar) will operate the player on the left. (Use this for one-player mode.)

Switch 2 (or the Enter key) will operate the player on the right.

Alternatively you can touch or click on the players using a touch monitor or mouse.

To put the ball over the net, you must **wait** for your player to hold the ball up in the air, then press your switch. If you press when your player is not holding the ball up, s/he will throw, but miss.

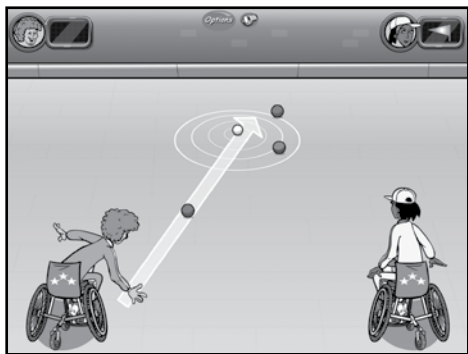
You can also 'volley' a ball back as soon as it comes over the net. This will prevent the opposing player from scoring a point.

The first player to score five stars wins the gold medal. Alternatively you can end the game earlier by clicking on the **whistle** at the top of the screen.

The **options** control the amount of time the player will hold the ball in the air. At the easy level, a random switch press will throw the ball over the net more often than not.

Boccia

A major Paralympics sport. Take turns to throw your bowling balls at the white 'jack' ball. Who can get the closest?



In this game you must first **take aim**, then choose the **strength** of your throw.

Switch 1 (or the computer's Spacebar) will operate the player on the left. (Use this for one-player mode.)

Switch 2 (or the Enter key) will operate the player on the right.

Alternatively you can touch or click on the players using a touch monitor or mouse.

When it's your turn, an arrow from your player will move from side to side. Press your switch when it points where you want to throw your ball. The arrow will then grow longer and shorter.

Long arrow: throws the ball strongly. (Use this to knock other balls out of the way!)

Short arrow: throws the ball gently.

Each player has three balls, which they take turns to throw.

The player whose ball is closest to the jack at the end is the winner. You can end the game earlier by clicking on the **whistle** at the top of the screen.

The **options** control the speed of the arrow's movement and the distance it moves from side to side.

Ice Sledge Hockey

A popular “winter” sport for people with mobility difficulties. Players use special sleds with skate-like blades on them. Each player has two short hockey sticks which are also used to push oneself along like skiing poles. In this computer game, you take turns to fire the ice puck past the goalkeeper and into the goal.



Switch 1 (or the computer's Spacebar) will operate the player on the left. (Use this for one-player mode.)

Switch 2 (or the Enter key) will operate the player on the right.

Alternatively you can touch or click on the players using a touch monitor or mouse.

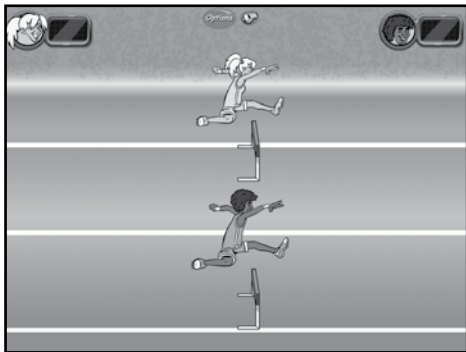
To score a goal, you must **wait** for the goalkeeper to move out of the way, then press your switch to shoot.

The first player to score five goals wins the gold medal. Alternatively you can end the game earlier by clicking on the **whistle** at the top of the screen.

The **options** control the movement of the goalkeeper to make the game easy or difficult.

Hurdles

The ultimate race. Make runners jump over the hurdles so that they keep ahead and reach the finishing line first.



Switch 1 (or the computer's Spacebar) will operate the runner at the top. (Use this for one-player mode.)

Switch 2 (or the Enter key) will operate the runner at the bottom.

Alternatively you can touch or click on the players using a touch monitor or mouse.

The runners run on their own. As they approach a hurdle they will come to a red or blue mat. Press your switch when the runner is on the mat to jump over the hurdle. Otherwise your runner will stumble and lose ground.

The first player to the finishing line wins the gold medal. Alternatively you can end the race earlier by clicking on the **whistle** at the top of the screen.

Use the **options** to make the game easy, moderate or difficult for each player. This will give your runner a long (easy), medium or short (difficult) mat.

Training Session

This is a very simple activity is for one person using one switch. Just wait for an athlete to appear then press your switch (or the Spacebar or the Enter key). Alternatively you can click the mouse or touch the screen anywhere.

For every correct response there is 10 second animated reward and a gold medal is given. The medals are principally to allow the practitioner to keep a tally of correct responses, though may act as a motivator for some learners.

The options allow you to fine tune the activity for the needs of learners with multiple disabilities.



Time to press switch controls the level of difficulty. 1 second is the most difficult. Some learners may need the **no limit** option. With this setting, an athlete will appear on the screen and remain there until the switch or Spacebar is pressed.

Cue sounds: this allows you to check if the learner is responding to visual or auditory cues. If you turn the cue sounds off, the athlete will appear silently.

Penalty for incorrect switch or click?: use this with learners who press the switch randomly and repeatedly, without paying attention to the screen.

If you require more activities of this type, see the other **Switch Skills** titles in the Inclusive range.



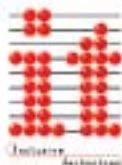
Switch Skills Champions

A set of five sports activities designed for two players, each using a simple switch connected to the computer. Simple options allow two players of different ability to compete fairly against each other. The activities provide a motivating competitive environment for developing switch skills, in an enjoyable social context.

The games include:

Wheelchair basketball • Volleyball • Boccia • Ice Sledge Hockey • Hurdles

Switch Skills Champions also has mouse and touch screen support, and a single player option. A 'Training Session' activity for very early learners is also included.



Inclusive Technology Ltd

Riverside Court, Huddersfield Road, Delph, Oldham, OL3 5FZ

Tel: 01457 819790 Fax: 01457 819799

Email: inclusive@inclusive.co.uk www.inclusive.co.uk